

SHINING TIME STATION

"THE BIG SLEEPWALK"

BY

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From characters and storylines created by
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TORONTO DRAFT
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SCENE 1
(MAINSET)

(OPEN IN AN AREA NEAR MR. C.'S SWITCH HOUSE. KARA, DAN AND BECKY ARE BUSY FILLING SALT AND PEPPER SHAKERS. THERE ARE MANY EMPTY, LIDLESS SHAKERS WAITING TO BE FILLED. KARA IS SPOONING SALT FROM A BAG IN HER EFFORT TO FILL A SHAKER. IT IS SLOW, INEFFICIENT WORK BY THE LOOKS OF IT. BECKY IS MAKING A SIMILAR MESS BY TRYING TO POUR SALT DIRECTLY FROM A TWO-POUND BAG INTO A SHAKER. DAN IS TRYING HIS BEST TO USE AN IMPROVISED STRAW TO ASSIST HIM IN THE FILLING CHORE. THIS ALSO PROVES MESSY)

BECKY:

Stacy is so lucky!
Billy, too. I wish I
could stay up for the
Midnight Express.

DAN:

I'm only allowed to stay
up THAT late on New
Year's Eve.

BECKY:

Come on, you guys, we
HAVE to get these salt
shakers filled for the
Midnight Express before
we go home. You heard
Stacy.

DAN:

I'm going as fast as I
can. OOPS!

(IN HIS HASTE, DAN SPILLS A PILE OF
SALT OVER THE SHAKERS AND ONTO THE
TABLE. THE GIRLS LAUGH AND HELP
CLEAN UP)

SCENE 1 (CONT'D)

(MR. C. APPEARS. HE IS WEARING A PAJAMA-SPACE SUIT WITH SMALL FEATHER PROPELLERS ATTACHED TO HIS BACK AND "HELMET." A "ZZZZ" MOTIF IS WORKED INTO THE SUIT'S DESIGN. ON HIS FEET ARE LARGE, FLUFFY BOOTS. HE HAS A DUFFEL-TYPE BAG NEXT TO HIM AND IS EXAMINING WHAT LOOKS LIKE A ROAD MAP)

MR. C:

So, as long as I keep the Big Dipper to my right, I won't get lost.

DAN:

Mister Conductor?

KARA:

Why are you dressed like THAT?

BECKY:

Are you going to a costume party?

MR. C:

Costume? This is a UNIFORM. I have a new job.

BECKY:

You're LEAVING?

KARA:

Did you get transferred?

SCENE 1 (CONT'D)

MR. C:

Calm down, now... Mustn't get too excited before bedtime. I'll only be gone for about forty winks. You see: I'm a member of The Sandman Sleepy-Time Volunteers. And tonight, it's MY turn to help Mr. Sandman.

CHILDREN:

You ARE??

DAN:

And... THAT'S your uniform?

MR. C:

Oh, absolutely. I'll be traveling at Blinkspeed. Now... Let's see... I have my map of the Indian Valley Snore Zone- this is MY area. Now where did I put... oh dear... Ah! Here it is! Whew! Mustn't lose the Sleepy Sand.

KARA;

Sleepy Sand!

MR. C:

It's extra-powerful, you see. Us volunteers don't have Mr. Sandman's touch. He can get it right into the corners of eyes, first try. We don't have to worry about that, though. As long as we get it as near to the eyes as possible.

KARA:

Do you really put SAND in people's eyes?

SCENE 1 (CONT'D)

MR. C:

Oh, sure. Not too much.
Just a smidgen. Or is
it a dash?

BECKY:

But why SAND?

MR. C:

Oh, this is more than
sand. It's Sleepy Sand.
Designed especially for
putting people to sleep.
Why, if we DIDN'T use the
Sleepy Sand... oh my... I
don't want to think about
that.

DAN:

You mean, we wouldn't go
to sleep?

MR. C:

I'm afraid so.

DAN:

Good! Sleeping is a
waste of time.

MR. C:

Time is never wasted
when you sleep. Speaking
of time, I MUST set off
at EXACTLY five winks
before Drowsy Time.
Timing is everything, you
know. A lesson that
Henry and James learned
the hard way...

SCENE 2

(TTE: "BETTER LATE THAN NEVER")

SCENE 3
(MAINSET)

(THE THOMAS STORY OVER, MR. C. IS
LOOKING CLOSELY AT HIS WATCH)

MR. C:

Hmm... Nodding Hour's
over in a few winks...
time to go soon.

KARA:

You'd better not put sand
in Stacy's eyes...

DAN:

Or Billy's!

MR. C:

Oh? But they're on my
list. You're all on my
list.

BECKY:

They have to work all
night long. The Midnight
Express is stopping here!

MR. C:

Of course! Thank you for
reminding me. I'll be
sure to avoid them.
Well, it's the Snooze
Hour and I mustn't be
late like the engines on
Sodor- Uniform: CHECK!
Map: CHECK! Sleepy
Sand: Hmm... better
DOUBLE check.

(HE OPENS THE BAG... SNIFFS SUDDEN-
LY AND SNEEZES! SOME OF THE SLEEPY
SAND FLIES INTO HIS EYES. HE RUBS
THEM AND HIS MOVEMENTS ARE BECOMING
QUITE SLUGGISH ALL OF A SUDDEN)

BECKY:

Oh, no!

SCENE 3 (CONT'D)

MR. C:

(DREAMILY)

Sniff... was it a feather
or was it the weather
that made me sneeze? Oh,
my... My knees...

(MR C. WOBLES AROUND SLEEPILY)

DAN:

Mr. Conductor, are you
all right?

KARA:

His eyes are full of
Sleepy Sand!

BECKY:

Mr. Conductor, don't go
to sleep!

MR. C:

Ahh... I love to sleep
without counting sheep...
zzzzzz...

CHILDREN:

Oh no!

(MR. C. BEGINS SLEEPWALKING AND
WALKS ALONG THE RAILING LEDGE,
HUMMING SLEEPILY AND RECITING AN
OCCASIONAL, DREAM-INDUCED NONSENSE
RHYME:)

MR. C:

I've told you engines on
Sodor before/Never mix
coal with cream/Your
huffing and puffing/Will
all come to nothing/And
where can you go without
steam?

SCENE 3 (CONT'D)

BECKY;

Kara, let's follow him so
he doesn't hurt himself.
Dan, you better hide the
Sleepy Sand! And finish
filling the salt shakers!

DAN:

Right!

(DAN GRABS THE SLEEPY SAND AND PUTS
IT INTO ONE OF THE EMPTY SALT
SHAKERS. THEN DOES HIS BEST TO GET
THE REST FILLED WITH SALT.

KARA AND BECKY FOLLOW MR. C. WHO
CONTINUES TO WALK ACROSS THE LEDGE
TOWARDS SCHEMER'S ARCADE.

AT ONE POINT, THEY QUICKLY PLACE A
PENCIL IN HIS PATH SO THAT HE CAN
SAFELY CROSS A GAP)

MR. C:

Tuck them all in, cozy to
be now/More blankets,
please, we need more for
the cow!

KARA:

Cow? What's he talking
about?

BECKY:

He's asleep!

MR. C:

And the chickens, too
Must get to
sleep./Everyone! All of
you! Snore please, don't
peep!

KARA:

Oh, no! He's going to
fall off!

SCENE 3 (CONT'D)

(MR. C. IS NOW HEADING TOWARDS THE END OF ONE LENGTH OF LEDGE. THE GAP TO THE OTHER LEDGE IS TOO WIDE; HE'S SURE TO FALL OFF. BECKY GRABS A BROOM AND THE GIRLS CAREFULLY PLACE THE BROOM ACROSS THE GAP JUST IN TIME FOR MR. C. TO NAVIGATE SAFELY)

MR. C:

(ACTING OUT)

I followed the tracks.
They headed west./"Toot!
Toot!" I cried. West is
best!/Over hill and over
dale I chugged away with
the evening
mail./"Whooooee!" my
whistle blew. The cars I
pulled were coming,
too!/Chug chug. Huff
puff. I rolled all night
until dawn./And when I
stopped: I heard a yawn.
I yawned a yawn and the
dawn was gone.

(DURING THE ABOVE, MR. C. IS
TURNING EVERY WHICH WAY, KEEPING
THE GIRLS BUSY AS THEY PLACE BOOKS,
NEWSPAPERS, PENS AND ARMS IN HIS
PATH TO KEEP HIM FROM FALLING OFF
THE VARIOUS SURFACES)

(AT ONE POINT, WE SEE SCHEMER ENTER
FROM THE OTHER SIDE OF THE STATION!
THE GIRLS REACT QUICKLY...)

KARA:

Schemer!

BECKY:

Oh no!

SCENE 3 (CONT'D)

(SCHEMER STOPS TO LOOK AROUND AT DAN, WHO IS STILL BUSY FILLING SHAKERS. SCHEMER GIVE A SMALL "SMILE" WHICH SUGGESTS THAT HE HEARTILY APPROVES OF CHILDREN WORKING)

SCHEMER:

That's more like it!
Children should be busy
and not heard.

BECKY:

I have an idea!

(SHE WHISPERS IN KARA'S EAR)

SCHEMER:

Instead of playing with
that broom, you COULD be
sweeping up my arcade.
And polish the jukebox
while you're at it.
Honestly, children today
are so CHILDISH.

(KARA RUSHES OVER TO THE ARCADE
WHILE BECKY DISTRACTS SCHEMER BY
POINTING TO THE FLOOR NEAR HIS
FEET)

BECKY:

Hey, Schemer! Is THAT a
nickel?

SCHEMER:

Nickel? Where? WHERE??
It's MINE! I saw it
first!

(SCHEMER DROPS DOWN ON ALL FOURS
AND BEGINS LOOKING, JUST IN TIME
AS MR. C. WALKS PAST HIM ON THE
BANISTER)

SCHEMER:

Where is it? Where is
it? Where's my nickel?

SCENE 3 (CONT'D)

BECKY:

Gee, Schemer... it was
there a minute ago...
maybe it's rolled over
there where Kara is...

SCHEMER:

Very funny. Who ever
heard of a nickel rolling
up stairs.

KARA:

It's here, Schemer...
look.

(SCHEMER TURNS TO LOOK, JUST AS MR.
C. WALKS ACROSS HIS BACK AND STEPS
SAFELY ONTO THE NEXT BANISTER)

MR. C:

Step lively, folks! The
train's about to leave.
Hop to it! Run, don't
walk! Waddle, don't
wiggle! Bop, don't hop!
Boogie, don't woogie!
All aboard who's coming
aboard! Toot, toot!
Lift that boot!

(SCHEMER MOVES TO HIS KNEES WHILE
PULLING A BACK SCRATCHER OUT OF A
POCKET AND SCRATCHES HIS BACK.
THIS IS MERELY AN EXCUSE FOR HIM TO
SNEAKILY ATTEMPT TO SEE THE SOURCE OF
THE VOICE HE HEARD)

SCHEMER:

Ahh... nothing like a
good scratch... all
right... who said that?

(SEEING NO ONE, HE SHRUGS AND GRABS
THE NICKEL)

SCENE 3 (CONT'D)

(THEN, SCHEMER STANDS SUDDENLY AND RUBS HIS HANDS, THUS MISSING MR. C., ONCE AGAIN AS HE SLEEPWALKS PAST, ON THE RAILING BETWEEN SCHEMER AND THE GIRLS)

MR. C:

(SINGING SOFTLY)

I'm off to the races with
an engine named Bill./I
wonder who'll win? Well,
one of us will./Whoo
whoo! Chug Chug Chug
Chug etc...)

SCHEMER:

You kids hear that?

BECKY:

Hear what?

SCHEMER:

That.

KARA:

This? Whooo whooo! That
was me.

SCHEMER:

No. A voice.

BECKY:

Chug chug?

SCHEMER:

I don't like hearing
voices. They give me
nightmares and keep me
awake.

(SCHEMER MOVES TO THE JUKEBOX
BRANDISHING HIS NEWLY FOUND NICKEL.

SCENE 3 (CONT'D)

SCHEMER:

Music to soothe the
savage voice. and with
my free nickel, I get a
free song. Come on,
Box...play me something
nice.

(HE KISSES THE NICKEL AND PUTS IT
IN TO HE MACHINE.)

SCENE 4
(INT. JUKEBOX)

(NICKEL ROLLS DOWN WITH TWO BIG RED
LIP MARKS ON IT FROM SCHEMER'S
KISS.)

TITO:

Flattery will get him
nowhere.

DIDI:

Aw... we don't want him
to lose sleep over those
voices.

TEX:

Don't know about you,
Rex, but I'm ready to
play something nice.

REX:

Nice and slow, or nice
and fast?

TITO:

Alll RIGHT! Who's for
"fast nice" and who's for
"slow nice".

DIDI:

Guys, guys, I got just
the right song: Beautiful
Dreamer. Take it away,
Tex and Rex.

(INTO:PUPPET SONG: "BEAUTIFUL
DREAMER")

(DURING THE SONG, WE INTERCUT MR.
C. WALKING OFF THE BANISTER AND
STEPPING ONTO A STAIRWAY OF BOOKS
THAT ALL THREE CHILDREN HAVE HASTI-
LY ASSEMBLED. MR. C. IS NOW WALK-
ING ALONG THE BENCH)

(DAN IS STALKING HIM WITH A TOWEL
AND THROWS IT WITH THE INTENTION OF
COVERING MR. C. BUT IT GOES
WILDLY OFF THE MARK)

SCENE 4 (CONT'D)

(THE SONG ENDS)

SCENE 5
(MAINSET)

(KARA AND BECKY REACT TO DAN)

KARA & BECKY:

You finally DID IT!

(DAN'S BEAMING FACE SUDDENLY TURNS
TO CONCERN)

(ALTHOUGH THE TOWEL IS COVERING MR.
C., HE CONTINUES MOVING ACROSS THE
FLOOR OF THE STATION!)

(DURING THIS: A TRAIN PULLS INTO
THE STATION AND PASSENGERS BEGIN
WALKING THROUGH)

(THE TOWEL CONTINUES TO MOVE
ACROSS THE FLOOR INTO THE PATH OF
WALKING FEET)

(THE DANGER IS REINFORCED BY AN
APPROPRIATE POV SHOT)

(FOCUS ON A MEAN-LOOKING LITTLE
BOY, HAND IN HAND WITH HIS MOTHER.
HE SEES THE MOVING TOWEL AND WITH A
MALICIOUS GRIN, STEPS ON THE EDGE
AS HIS MOTHER YANKS HIM ALONG)

(MR. C. EMERGES, UNHARMED FROM THE
TOWEL, AND CONTINUES HIS MEANDERING
SLEEPWALK)

(THE BOY REACTS TO THIS WITH A
SURPRISED DOUBLE TAKE)

BOY:

Mommy! Mommy! A little
man!!

MOMMY:

Leave it alone, Charles,
you don't know where it's
been. Now, COME ALONG!

BOY:

But Mommy! I WANT it!!

SCENE 5 (CONT'D)

MOMMY:

You have enough pets!
COME ALONG, I said!

(THE MOTHER YANKS THE PROTESTING
LITTLE BOY OUT OF THE STATION)

(MEANWHILE, BILLY AND J.B. KING
HAVE ENTERED AND ARE MOVING TOWARD
THE TICKET BOOTH TO MEET STACY)

KING:

Everything in order for
the Midnight Express,
Miss Jones?

STACY:

Yes, Mister King. The
mail's already on the
platform and the food
will be here shortly.

KING:

I hope it's very shortly.
The Midnight Express
can't wait, you know.
Timing is everything.
Food's not here, the
passengers don't have
breakfast and THAT will
be the first and LAST
time the Midnight Express
stops at Shining Time
Station. Everything must
be timed perfectly. To
the second!

BILLY:

You can count on us, J.B.

SCENE 5 (CONT'D)

KING:

I hope so. Now, how do
you feel, Mr.
Twofeathers? Think you
can handle that engine
tonight? Not going to
fall asleep, are you?
The last leg of the
journey is always the
longest. Ah, I'd LOVE
to be in your shoes... I
can just FEEL the power
of that engine... Mmmm...
and the SMELL of hot
grease as those big
wheels turn.

(SNAPPING OUT OF IT)

You're sure you two are
up to it? A long night,
you know.

STACY:

We know, Mr. King.

BILLY:

I rested up earlier.
Staying awake's no
problem.

STACY:

That goes for both of
us! We're ready for the
Midnight Express!

SCENE 5 (CONT'D)

KING:

I'd LOVE to be here tonight. Doing what you're doing. However, running a railroad isn't all fun and games. Memos to write, inventory to check, schedules to approve. (YAWNS) And I need my sleep.

(OPENS HIS BRIEF CASE AND LOOKS AT HIS CALENDAR.)

Let's see, where's my next appointment?

(DURING THE ABOVE, MR. C. CAN BE SEEN WALKING UP THE SIDE OF THE TICKET BOOTH AND BEGINS WALKING ALONG THE LEDGE DIRECTLY TOWARDS KING.)

THE CHILDREN RUSH INTO THE SCENE AND STOP SHORT OF COLLISION. THEY STARE IN HORROR AS MR. C. MOVES CLOSER TO KING AND SITS UPON THE BANISTER, STILL ASLEEP AND DREAMING)

MR. C:

"Clickety clack!" goes the sound of the WHISTLE.

KING:

Whistle? What's this about a whistle?

BILLY:

(PUZZLED)

Whistle?

BECKY:

This'll! I said:
THIS'LL!

SCENE 5 (CONT'D)

STACY:

"This'll"?

KING:

What'll? I mean...
"This'll" WHAT?

BECKY:

Um...

KARA:

THIS'LL be a good night
to stay up late!

BECKY:

Yes! That's what I said.

MR. C:

Choo choo! Chugga wugga!
AlllllaBOARD!

KING:

Practicing are you, Mr.
Twofeathers?

BILLY:

Practicing, J.B.?

(THE KIDS HAVE ALERTED STACY. SHE
SEES MR. C. AND MAKES THE
CONNECTION)

STACY:

Bored!

KING:

Pardon?

SCENE 5 (CONT'D)

STACY:

Yes. I sure get BORED
sometimes... when I've
too much sleep. Don't
YOU, Mr. King?

(BILLY HAS ALSO BEEN ALERTED AND
TRIES HIS HAND AT COVERING)

BILLY:

You know, J.B. Too much
sleep. Too much energy.

STACY:

And... sometimes you
get... bored. With so
much... energy.

KING:

I'm not sure if you two
are fit to work tonight.

MR. C:

Allll aBOARD! Women and
children FIRST!

KING:

First? WHAT'S first?
What's going on!!?

STACY:

First things FIRST I
always say.

KING:

Why?

STACY:

Why what, Mr. King?

KING:

Why do you always say:
"First things first"?

SCENE 5 (CONT'D)

BILLY:

She doesn't ALWAYS say
it, J.B.

KING:

But she just said it!
WHY? Why did you say
"First things first,"
NOW?? Why NOW?

(SCHEMER HAS WANDERED INTO THE
SCENE AT THIS STAGE)

SCHEMER:

"How," what? Mr. J.B.
King, exalted head, sir.

KING:

How? What, how?

SCHEMER:

How should I know, Mr.
J.B. King, sir. YOU said
it, not me.

KING:

I said WHAT??

SCHEMER:

Not "what", "How",
exalted head.

MR. C:

The quick red engine
rolled across the
trestle.

KING:

THERE! Did you hear
that??!

(BECKY, KARA, AND STACY EACH POINT
IN DIFFERENT DIRECTIONS)

SCENE 5 (CONT'D)

ALL:

It came from over there!

(DOING A WILD, CONTORTED TURN, SCHEMER'S SWINGING JACKET FLAP KNOCKS THE SEATED MR. C. OFF THE BANISTER AND INTO KING'S OPEN BRIEFCASE. MR. C. LANDS, UNHARMED, ONTO A STACK OF PAPERS)

MR. C:

How many times have I told them on The Island of Sodor: "Fix those holes! Someone's liable to fall into them." I'll have to do it myself, I suppose. Oh, well... onward and forward.

(MR. C. BEGINS SLEEPWALKING ACROSS THE FLOOR, QUIETLY HUMMING A LULLA-BY)

(KING LOOKS AROUND CONFUSED. SCHEMER GIVES HIM A SMALL PUZZLED WAVE. STACY AND BILLY SIGH SIGHS OF RELIEF)

(THE CHILDREN REACT IN HORROR AS THEY WATCH MR. C. HEAD FOR ANOTHER DISEMBARKING TRAIN LOAD OF PASSENGERS)

(WE LOSE SIGHT OF HIM. APPROPRIATE WORRIED REACTIONS FROM OUR CAST)

KING:

FIVE O'CLOCK! Good grief, I have other stations to visit!

(PACKS HIS BRIEFCASE)
(OUT OF THE STATION ON THE BACK PLATFORM)

MR.C.

Tickets please, tickets please. Next stop Farmer's Dell.

SCENE 5 (CONT'D)

(KING HEARS THIS AND GIVES A
PUZZLED LOOK. THEN TURNS TO STACY
AND BILLY. AFTER A BEAT HE SIGHS
AND SHRUGS)

KING:

Tickets...I'm not sure
what's going on around
here. I better have the
drinking water analyzed.
Please don't disappoint
me. Remember, the
Midnight Express has
NEVER been late.

STACY:

Don't worry, Mr. King,
we're more than ready.

(KING AND SCHEMER EXIT)

DAN:

Where's Mr. Conductor?

KARA:

He's gone!

BECKY:

The last time I saw him
he was heading in THAT
direction.

KARA:

The platform?!

DAN:

You mean he'd gone
OUTSIDE??

SCENE 6
(MAINSET)

(NIGHTTIME)

(STACY AND THE CHILDREN ENTER FROM
DIFFERENT DIRECTIONS. THEY
EXCHANGE EXPRESSIONS OF
FRUSTRATION)

DAN:

We can't find Mr.
Conductor anywhere.

STACY:

I know. I've looked all
over the station and he's
not in here either.

KARA:

I hope he wakes up before
anything bad happens to
him.

BECKY:

Stacy, what are we going
to do? It's almost our
bedtime. I'm going to
have to go home.

(CLOCK SHOWS THAT IT'S 10:00 PM)

STACY:

Don't worry... I've
called each of your
parents and they said you
could stay up late
tonight. To tell you the
truth, kids, I need you
here to keep an eye out
for Mr. Conductor.

CHILDREN:

Great! We can stay, etc.

SCENE 6 (CONT'D)

STACY:

And you know, it was the strangest thing, all your parents were still wide awake...in fact, they told me that ALL of their neighbors were awake, too.

KARA:

Oh oh.

STACY:

Barton Winslow still has his store open... customers coming and going like it was mid-afternoon. Ginny the Farmer ALWAYS goes to bed at eight... but... SHE'S still wide awake.

DAN:

(TO BECKY AND KARA)

We HAVE to find Mr. Conductor so he can put people to sleep.

STACY:

Midge Smoot tells me that every single person in the VALLEY is awake. Isn't that amazing?

BECKY:

(TO KARA AND DAN)

Boy, is Mr. Conductor gong to be in trouble.

STACY:

Who's going to be in trouble?

SCENE 6 (CONT'D)

BECKY:

What? Oh... um... I
meant WE'RE going to be
in trouble if we don't
finish filling those salt
shakers. Come on you
guys, let's GO!

(THE KIDS GO OVER TO THE SALT
SHAKER SECTION. THE WORK IS PRETTY
MUCH DONE, BUT THEY NEED TO TALK)

DAN:

The whole VALLEY'S awake!
What do you think the
Sandman will do to Mr.
Conductor when he finds
out?

BECKY:

It's still not too
late... if we only knew
where he went.

KARA:

We've looked everywhere.

DAN:

Maybe if we stick close
to his house...?

BECKY:

Good idea!

(THE CHILDREN MOVE TO THE MURAL AS
STACY ENTERS FROM THE PLATFORM)

STACY:

Great! The food's all
organized. The mailbags
are ready for pickup.
Everything's set. How
are you doing, Billy?

SCENE 6 (CONT'D)

BILLY:

I've never been readier.

(STACY AND BILLY MOVE NEARER TO THE
CHILDREN)

STACY:

(TO BILLY)

Not nervous?

BILLY:

Well... more like:
excited.

DAN:

Billy, what's so special
about the Midnight
Express.

SCENE 6 (CONT'D)

BILLY:

Well... when I was a boy... not much older than you, I used to lie out on the grass on hot summer nights and would try not to go to sleep until I heard the Midnight Express. It was the whistle I was waiting for. There's something about that sound in the middle of the night, like an old friend saying "hello". Sometimes I'd fall asleep before it came. But I always woke up when I heard the sound of that whistle. That's when I decided I wanted to be an engineer. I suppose you could say that it was Night Train calling me, I guess. And the Midnight Express is the grandest night train of them all. There's nothing like driving that engine into the sunrise and seeing the day's first glow across the horizon. And I'll wager there isn't a railway worker alive who wouldn't wake up to the sound of the Midnight Express rolling through the valley.

(SCHEMER SUDDENLY WANDERS IN, SLIGHTLY DAZED AND IRRITABLE. HE'S WEARING HIS NIGHTIE AND TEDDY BEAR SLIPPERS. HE HOLDS HIS BELOVED BLANKIE CLOSE TO HIS CHEEK)

SCENE 6 (CONT'D)

SCHEMER:

I can't sleep. I tried
EVERYTHING. Warm milk,
hot bath... taping my eyes
shut. My Mommy even sang
me lullabies for a while.
But then she got too
grumpy because even SHE
can't sleep.

STACY:

You're not the only one,
Schemer. Everyone in
Indian Valley is wide
awake. Why don't you
just sit over there with
your...

SCHEMER:

Blankie...

STACY:

...with your blankie and
try...try counting
nickels or something.

SCENE 7
(INT. JUKEBOX)

(EVEN THE PUPPETS CAN'T SLEEP.
THEY'RE IN THEIR PAJAMAS AND NOT
TOO HAPPY)

TITO:

Stacy can forget about
counting nickels. I
already tried it, and I
still can't get to sleep.

DIDI:

If I don't get my beauty
sleep, I'll scream.

TEX:

That's better than
listening to your
singing.

REX:

Tex, that's no way to
talk to a lady.

TEX:

That goes for you, too.

TITO:

I'm tired of this
bickering.

DIDI:

I'm tired of being TIRED!

SCENE 8
(MAINSET)

(THE CHILDREN ARE BOXING THE FILLED
SALT SHAKERS. DAN NOTICES THAT THE
SHAKER WITH THE SLEEPY SAND IS
MISSING)

DAN:

Oh no. I can't remember
which one of the salt
shakers I put the sleepy
sand in.

(KIDS QUIET DOWN WHEN STACY COMES
OVER)

STACY:

How's it coming over
here?

KARA:

Stacy, what will happen
if we're never able to
sleep again?

STACY:

Not being able to sleep
would be horrible. We
all need our sleep. Can
you imagine everyone
being grumpy, like
Schemer?

DAN:

Don't worry, I never get
grumpy.

BECKY:

You do, too.

DAN:

I do NOT!

KARA:

YES you do!

SCENE 8 (CONT'D)

STACY:

Kids! See what I mean?
And being grumpy is only
part of it... If we never
slept, we'd never dream.

KARA:

What's so important about
dreams?

STACY:

We NEED our dreams.
Think how boring it would
be to sleep without any
dreams. And dreams are
wonderful. They can take
us to places we've never
seen before. And in your
dreams you can do things
that you would never
imagine while you're
awake. I think the world
would be a sad place if
we couldn't dream.

(THE CHILDREN LOOK TERRIBLY
WORRIED.)

Poor little sleepyheads.
Sorry to keep you up so
late... Tell you what:
why don't you look in the
picture machine. There's
a new song in there I
think you'll like.

SCENE 9
(PICTURE MACHINE SONG ABOUT
SLEEPING AND DREAMS)

SCENE 10
(MAINSET/ARCADE)

(AFTER THE SONG, THE CHILDREN LOOK
OVER TO SEE STACY, BILLY AND
SCHEMER HAVING A LATE NIGHT SNACK)

STACY:

Kids! Come and have
something to eat!
There's plenty here!

SCHEMER:

These are MY fries. And
MY burger!

BILLY:

Pass the salt, will
you Schemer?

SCHEMER:

Sure... AFTER I have MY
share.

(AS THE CHILDREN WALK OVER TO JOIN
THE OTHERS; DAN SPOTS THE MISSING
"SALT" SHAKER. HE ALERTS BECKY AND
KARA)

DAN:

SCHEMER! Wait!

SCHEMER:

Wait your turn, please.
Honestly, children these
days are so self-
centered. First, I use
the salt --

DAN:

NO!

SCHEMER:

Tsk. THEN Billy --

KARA:

Schemer!

SCENE 10 (CONT'D)

SCHEMER:

... and THEN if you say
"please" --

BECKY:

Please!

SCHEMER:

Not yet -- AFTER
Billy... tsk tsk...
children...

(SCHEMER GIVES THE SHAKER A
VIGOROUS SHAKING WHICH CAUSES THE
LID TO FALL OFF. SLEEPY SAND FLIES
INTO THE EYES OF ALL THREE ADULTS)

DAN:

Not again!

BECKY:

Not Stacy... not NOW!

KARA:

BILLY, too!

SCHEMER:

Shhh... It's...
(yawn)... sleepy time...

(SCHEMER STANDS AND STAGGERS PAST
THEM, HUGGING HIS BLANKET AND FLOPS
DOWN ON THE ARCADE FLOOR WITH A
HAPPY, SLEEPY SMILE ON HIS FACE.
HE IMMEDIATELY BEGINS TO SNORE
LOUDLY)

(BILLY STRETCHES OUT ON THE BENCH
WITH A BIG YAWN AND IS SOON FAST
ASLEEP)

DAN:

Aunt Stacy, don't YOU
fall asleep, too!

SCENE 10 (CONT'D)

STACY:

(SLEEPILY)

Hmmm? Sleep? Sooo
tired... don't forget to
turn off the lights,
...good night...(zzzzzz)

(STACY SLUMPS DOWN TO THE FLOOR AND
SLEEPS. THE CHILDREN DON'T KNOW
WHAT TO DO)

(A GLANCE AT THE CLOCK SHOWS THAT
IT WILL SOON BE MIDNIGHT)

KARA:

Oh no! Look at the time!

BECKY:

The Midnight Express will
be here any minute!!

DAN:

I wish I was big enough
to drive the engine!

KARA:

I wish Mr. Conductor was
here!

KING (OC):

WHAT is going on around
here??

(KING IS WEARING HIS COAT OVER HIS
BATHROBE AND PAJAMAS. HE IS NOT
PLEASED WITH WHAT HE SEES)

KING:

My ENTIRE STAFF asleep!!
What is it, the Valley
air? I should have come
earlier. Maybe THEN I
could've fallen asleep!
What are you kids doing
up, anyway??

SCENE 10 (CONT'D)

BECKY:

But they're just resting,
Mr. King!

KING:

Resting my FOOT! They're
ASLEEP!! Lucky devils.
Wake up! Miss Jones!
Mr. Twofeathers! I order
you to WAKE UP!

(WHILE KING ATTEMPTS TO WAKE BILLY
AND STACY, A ST. BERNARD DOG PADS
INTO THE SCENE CARRYING A SLEEPING
MR. C. IN HIS MOUTH)

(MR. C. SLOWLY MIMES FLYING, WHILE
SINGING SOFTLY:)

MR. C:

With a bucket of
steam/And coal by the
bottle/I drove the engine
like the wind at full
throttle!/Over the hills
and valleys we
flew!/Where we were
going, nobody knew!/Whoo
whoo! Whoo whoo!

(THE CHILDREN SIGH IN RELIEF AS THE
DOG DROPS MR. C. OFF ONTO THE TABLE
AND EXITS)

(MR . KING HEARING MR. CONDUCTOR)

KING:

There's that voice again.
I KNOW that voice! And I
think it's coming from
over there!

(THE KIDS GO INTO ACTION. KARA
GRABS A BURGER AND BECKY SNATCHES
THE "SLAT" SHAKER. THEY INTERCEPT
KING)

SCENE 10 (CONT'D)

KARA:

Have a burger, Mr. King.

KING:

Oh. Well... actually I
AM a little hungry. I
don't normally eat this
type of non-diet food.
Especially at midnight.
But then, this isn't a
normal midnight. Thank
you, don't mind if I do.

(BEFORE HE TAKES A BITE, KARA
SPRINKLES SLEEPY SAND ON THE
BURGER, WHICH GET'S INTO KING'S
EYES)

KARA:

Have some "salt"!

KING:

Just a dash, please...
Mmmm...

(YAWNS)

...very sleepy all of a
sudden... close the
windows please... don't
want any... train
whistles to... wake...
me... zzz...

(WITH KING ASLEEP, THE CHILDREN
CONCENTRATE ON MR. C. THEY
FIND HIM AT HIS SIGNAL HOUSE. HE
IS SLEEP-MARCHING IN PLACE AGAINST
THE MURAL)

MR. C:

It took Thomas a day to
back out of the snow/But
as we all know, through
the snow it is slow.

(IT'S ONE MINUTE TO MIDNIGHT!!)

SCENE 10 (CONT'D)

DAN:

The Midnight Express will
be here in ONE MINUTE!

KARA:

Mr. Conductor, wake up!
Please!

DAN:

MISTER CONDUCTOR!!

BECKY:

It's no use, he can't
hear us...

(SUDDENLY THE DISTANT WHISTLE
OF THE MIDNIGHT EXPRESS ECHOES
THROUGH THE VALLEY)

KARA:

The WHISTLE!

BECKY:

I know. It's the
Midnight Express.

KARA;

No. I mean, the WHISTLE!
Remember what Billy
said?! The railroad
people will ALWAYS wake
up to the sound of the
whistle!

BECKY:

If Mr. Conductor could
HEAR the whistle --

DAN:

It will wake him up!!

SCENE 10 (CONT'D)

(THEY GENTLY CARRY MR. C. OVER TO AN OPEN WINDOW AS THE SOUND OF THE TRAIN APPROACHES)

(THE WHISTLE GROWS LOUDER. IT WORKS! MR. C. WAKES!)

MR. C:

Ah. That sound. I wouldn't miss it for the world.

(MR. C. LOOKS AROUND. SEES THE SLEEPING ADULTS. SEES THE HAPPY, ANXIOUS FACES OF THE CHILDREN AND QUICKLY PUTS TWO AND TWO TOGETHER)

Oh oh! The Midnight Express!

(MR. C. MAKES A MAGICAL SWEEPING GESTURE WITH HIS HAND, THUS UNDOING THE SLEEP SPELL. HE THEN TAKES THE BAG OF SLEEPY SAND FROM DAN)

Thank you. And now some SLEEP for the Valley!

(PROPELLERS ACTIVATED, HE GIVES THEM A HEARTY SALUTE, RISES INTO THE AIR AND VANISHES. WHEW!)

(BILLY, STACY, SCHEMER AND KING ARE AWAKE. BILLY AND STACY GO ABOUT THEIR TASKS FEELING REFRESHED AND HAPPY)

(KING MOVES TO SCHEMER [WHO IS LOOKING A BIT PUZZLED AT HIS REFLECTION])

(THE MIDNIGHT EXPRESS PULLS INTO THE STATION)

(THE CHILDREN HELP STACY WITH THE FOOD, ETC.)

(BILLY GIVES THE "OK" SIGN TO THEM AS HE BOUNDS OUT TO TAKE OVER THE "DRIVING")

SCENE 10 (CONT'D)

(WITH A QUICK "TOOT!" THE TRAIN
PULLS AWAY. AND AS THE
REFLECTED LIGHT DANCES ABOUT THEIR
FACES, STACY HUGS THE CHILDREN)

STACY:

Well, wasn't that EXCIT-
ING. You kids must be
beat. Come on... let's
go home and get some
REAL sleep.

(THEY EXIT HAPPILY)

(KING IS SCRUTINIZING SCHEMER'S
OUTFIT)

KING:

You can't expect to run a
successful business
dressed like that.

SCHEMER:

Oh. I'm sorry, Mr. J.B.
King, Exalted Head, sir.
It's just that... well...
You're wearing YOUR
pajamas, too, y'know.

KING:

So I am. I guess I
wanted to see the
Midnight Express as much
as you did.

SCHEMER:

I did?

(KING AND SCHEMER START TO EXIT)

SCENE 10 (CONT'D)

KING:

What d'you say we stay
awake and watch the dawn
come up... I know an all
night diner that has a
good view of the valley.
There's nothing like that
first, rosy glow on the
horizon...

SCHEMER:

You're paying for the
coffee, of course.

(THE END)